



SLAVES TO DARKNESS

Numberless are the Slaves to Darkness, those mortal tribes and cultures in thrall to Chaos. The greatest of their number can be found aplenty amidst the Bloodwind Spoil, fighting alongside warbands on their own path to glory.

SLAVES TO DARKNESS ABILITIES



[Double] **Daemonblade:** Add the value of this ability to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.



[Double] **The Will of the Gods:** Until the end of the battle round, add 1 to the Move characteristic of friendly fighters that are within 6" of this fighter at the start of their activation.



[Double] **Daemonic Power:** Pick a visible friendly fighter within 8" of this fighter. Until the end of the battle round, add 1 to the Strength and Attacks characteristics of the next attack action made by that fighter that has a Range characteristic of 3 or less.



[Double] **Deathblow:** Add the value of this ability to the damage points allocated to enemy fighters by each hit or critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.

DARKOATH CHIEFTAIN



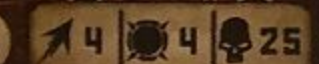
DARKOATH WARQUEEN



CHAOS SORCERER LORD



CHAOS LORD



BEASTS OF CHAOS

The Beasts of Chaos are animalistic savages who have long been the bane of civilisation. Their Bray-Shamans will occasionally lend their debased magics to a warband they judge to be of suitably anarchic temperament.

BEASTS OF CHAOS ABILITIES



[Double] **Devolve:** Pick a visible enemy fighter within 14" of this fighter. That fighter makes a bonus move action directly towards this fighter, as if they were jumping, a number of inches equal to the value of this ability.

GREAT BRAY-SHAMAN





KHORNE BLOODBOUND

The followers of Khorne exist to spill blood for the glory of their furious god. Many Bloodbound champions fight alongside warbands throughout the Eightpoints in search of the bloodiest challenges. Should no opportunity for glory present itself, they will often turn upon their erstwhile allies – after all, Khorne cares not from where the blood flows.

KHORNE BLOODBOUND ABILITIES

| | |
|--|---|
| | <p>[Double] Blood for the Blood God: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.</p> |
| | <p>[Triple] Bloodbind: Pick a visible enemy fighter within 14" of this fighter. That fighter makes a bonus move action directly towards this fighter, as if they were jumping, a number of inches equal to the value of this ability.</p> |
| | <p>[Triple] Fiery Anvil: Add the value of this ability to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.</p> |
| | <p>[Triple] Bloodboil: Pick a visible enemy fighter within 14" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, allocate D3 damage points to that fighter.</p> |
| | <p>[Triple] Skulls for the Skull Throne: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Pick a visible friendly fighter within 8" of this fighter. That fighter can make a bonus move action. Then, they can make a bonus attack action.</p> |
| | <p>[Quad] Slaughter Incarnate: Until the end of the battle round, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each hit or critical hit from attack actions made by friendly fighters that have a Range characteristic of 3 or less, while that friendly fighter is within 8" of this fighter.</p> |

ASPIRING DEATHBRINGER

200

Strength: 5, Agility: 5, Intelligence: 2/5, Endurance: 5, Leadership: 1

4 | 4 | 30

EXALTED DEATHBRINGER WITH IMPALING SPEAR

200

Strength: 5, Agility: 3, Intelligence: 3/6, Endurance: 2, Leadership: 2

4 | 4 | 30

EXALTED DEATHBRINGER WITH RUINOUS AXE

200

Strength: 6, Agility: 3, Intelligence: 3/6, Endurance: 1, Leadership: 1

4 | 4 | 30

SKULLGRINDER

190

Strength: 5, Agility: 2, Intelligence: 3/6, Endurance: 3, Leadership: 3

4 | 4 | 30

SLAUGHTERPRIEST WITH BLOODBATHED AXE

210

Strength: 6, Agility: 3, Intelligence: 3/6, Endurance: 1, Leadership: 1

4 | 4 | 32

SLAUGHTERPRIEST WITH WRATH- HAMMER AND HACKBLADE

205

Strength: 5, Agility: 4, Intelligence: 2/5, Endurance: 1/3, Leadership: 3

4 | 4 | 32



DISCIPLES OF TZEENTCH

Insidious manipulators all, the plots of the Disciples of Tzeentch – god of lies and sorcery – span entire realms and beyond. Each word they utter is rife with duplicity and intrigue. For all their unreliability, however, their arcane might renders them a force to be reckoned with. Flesh ripples and mutates as it is bathed in the coruscating flames of change, the thread of destiny itself rewritten to their dark designs. It is small wonder that many warbands who worship the Dark Gods vie for the allegiance of these master sorcerers, whatever the price may be.

DISCIPLES OF TZEENTCH ABILITIES



[Double] **Locus of Sorcery:** Add half the value of this ability (rounding up) to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or more.



[Triple] **Brutal Rage:** A fighter can only use this ability if 15 or more damage points are allocated to them. Add half the value of this ability (rounding up) to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.



[Triple] **Warptongue Blade:** Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. On a 2-5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.



[Triple] **Visions of the Future:** Pick a friendly fighter that has not activated yet this battle round and that is within 9" of this fighter. You can activate that fighter immediately after the activation of this fighter ends.

MAGISTER

| | | | | |
|--|-----|---|---|-----|
| | 3-7 | 2 | 3 | 3/6 |
| | 1 | 3 | 4 | 2/4 |



165

4 | 4 | 25

TZAANGOR SHAMAN

| | | | | |
|--|-----|---|---|-----|
| | 3-7 | 2 | 3 | 3/6 |
| | 1 | 4 | 4 | 2/4 |



260

10 | 4 | 25

OGROID THAUMATURGE

| | | | | |
|--|-----|---|---|-----|
| | 3-7 | 2 | 3 | 3/6 |
| | 2 | 3 | 4 | 2/4 |



220

4 | 4 | 35

GAUNT SUMMONER ON DISC

| | | | | |
|--|-----|---|---|-----|
| | 3-7 | 2 | 3 | 3/6 |
| | 1 | 4 | 4 | 2/4 |



260

10 | 4 | 30

GAUNT SUMMONER

| | | | | |
|--|-----|---|---|-----|
| | 3-7 | 2 | 3 | 3/6 |
| | 2 | 3 | 4 | 1/4 |



170

4 | 4 | 25



SKAVEN

The skaven are a race of malevolent ratmen, children of the Great Horned Rat. From their sprawling subterranean warrens located below Carngrad's streets, they negotiate claw-pacts with warbands from across the Bloodwind Spoil, though always to serve their own diabolical ends.

SKAVEN ABILITIES



[Double] Consume Warpstone Token: Roll a number of dice equal to the value of this ability. For each roll of 1, allocate 1 damage point to this fighter. For each roll of 4+, add 1 to the damage points allocated to enemy fighters by each hit or critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or more.



[Triple] Strike and Scurry Away: This fighter makes a bonus attack action. Then, they can then make a bonus disengage action.

GREY SEER

| | | | | |
|--|-----|---|---|-----|
| | 3-7 | 2 | 3 | 3/6 |
| | 2 | 3 | 3 | 1/4 |

125

5 3 20

CLAWLORD

| | | | | |
|--|---|---|---|-----|
| | 1 | 5 | 4 | 2/5 |
|--|---|---|---|-----|

140

5 3 22



MAGGOTKIN OF NURGLE

The bloated warriors of the Maggotkin joyously spread sickness across the Mortal Realms. Darkly gregarious, they will make common cause with any they judge to share their pestilent aims, chortling as they hew apart the foe with each swing of a filth-encrusted blade or cudgel.

MAGGOTKIN OF NURGLE ABILITIES



[Double] Thrice-ripened Death's Head: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.



[Triple] Grandfather's Gift: Roll a dice for each visible enemy fighter within 3" of this fighter. On a 3-4, allocate 1 damage point to the fighter being rolled for. On a 5-6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.

LORD OF PLAGUES

| | | | | |
|--|---|---|---|-----|
| | 1 | 2 | 6 | 3/6 |
|--|---|---|---|-----|

190

3 4 35

LORD OF BLIGHTS

| | | | | |
|--|---|---|---|-----|
| | 1 | 3 | 5 | 2/5 |
|--|---|---|---|-----|

200













3 5 35



STORMCAST ETERNALS WARRIOR CHAMBER

The commanders of the Warrior Chambers are the shield of the Free Peoples, and amongst the greatest champions of the forces of Order. To enter the Eightpoints is perilous for any Stormcast, for the servants of Chaos despise the chosen of Sigmar above all others and will subject them to unimaginable torment if possible. Yet for a noble cause the masters of a chamber will pledge their blades regardless, delivering judgement upon the heads of the damned.

WARRIOR CHAMBER ABILITIES

| | |
|---|---|
|   | [Double] Warcloak's Storm Magic: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability. |
|   | [Double] Heroic Challenge: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less and that targets an enemy fighter with the Leader runemark (★) or Ally runemark (○). |
|   | [Triple] Battle-horn Thunderblast: Pick a visible enemy fighter within 12" of this fighter that is on a platform. Roll 1 dice for that fighter and each other enemy fighter within 6" of that fighter. On a 4+ allocate 3 damage points to the fighter being rolled for. |
|   | [Triple] Lantern of Abjuration: Until the end of the battle round, subtract 1 from the value of abilities (to a minimum of 1) used by enemy fighters while they are within 9" of this fighter. |
|   | [Triple] Warding Lantern: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter. |
|   | [Quad] Tempest Winds: Until the end of the battle round, add the value of this ability to the Move characteristic of friendly fighters that start their activation within 12" of this fighter. |

LORD-CELESTANT  205

  1  5  4  2/5

  4  5  30

LORD-CASTELLANT  210

  2  2  5  3/6

  4  5  32

LORD-VERITANT  190

  1  3  4  2/5

  4  5  32

KNIGHT-QUESTOR  220

  1  4  4  2/5

  4  6  30

KNIGHT-VEXILLOR  180

  1  3  4  2/4

  4  5  30

KNIGHT-HERALDOR  195

  1  4  4  2/5

  4  5  30

DAUGHTERS OF KHAINE

Though their bloodthirst is unnerving to many, the high priestesses of Khaine are formidable fighters. In battle they enter a terrifying frenzy, revelling in death and carnage.

DAUGHTERS OF KHAINE ABILITIES



[Double] Witchbrew: Pick a visible friendly fighter within 3" of this fighter. Until the end of the battle round, add the value of this ability to the Strength characteristic of the next attack action made by that fighter that has a Range characteristic of 3 or less.



[Quad] Orgy of Slaughter: Until the end of the battle round, add the value of this ability to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.

HAG QUEEN

130



SLAUGHTER QUEEN

150



IDONETH DEEPKIN

The very existence of the Idoneth Deepkin depends upon the arcane skill of the Isharann caste. That same power makes these priests and spellcasters potent allies of Order indeed.

IDONETH DEEPKIN ABILITIES



[Double] Low Tide: A fighter can use this ability only if it is the first battle round. This fighter can make a bonus move action a number of inches equal to the value of this ability.



[Double] Riptide: Pick a visible enemy fighter within 12" of this fighter. Until the end of the battle round, subtract 1 (to a minimum of 1) from the Attacks characteristic of attack actions made by that fighter.



[Double] Hangman's Knot: Pick a visible enemy fighter within 3" of this fighter. Until the end of the battle round, that fighter cannot make move actions or disengage actions.



[Triple] Scryfish Shoal: Pick a visible enemy fighter within 10" of this fighter and roll 8 dice. For each roll of 3-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.

TIDECASTER

145



SOULRENDER

150



SOULSCRYER

130















NIGHTHAUNT

Vengeful spectres cursed to forever suffer the cruel justice of Nagash, the Nighthaunts are found wherever death and misery stalk the land. A terrifying number of malignant spirits have returned to a twilight existence across the Bloodwind Spoil, and they need little prompting to vent their cold fury on the living.

NIGHTHAUNT ABILITIES

| | |
|--|---|
|   | <p>[Double] Staring Death in the Face: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.</p> |
|   | <p>[Double] Stolen Hours: At the end of this fighter's activation, heal a number of damage points allocated to this fighter equal to the number of damage points allocated to enemy fighters this activation.</p> |
|   | <p>[Triple] Nagash's Bidding: Until the end of the battle round, add 1 to the Strength characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.</p> |
|   | <p>[Triple] Frightful Touch: Until the end of this fighter's activation, count each hit from attack actions made by them that have a Range characteristic of 3 or less as a critical hit instead.</p> |
|   | <p>[Quad] Reaped Like Corn: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.</p> |

KNIGHT OF SHROUDS 225


Strength: 1, Skill: 5, Toughness: 4, Wounds: 2/5


Abilities:   

Stats:  6 |  5 |  25

CAIRN WRAITH 220

Strength: 2, Skill: 4, Toughness: 4, Wounds: 2/5

Abilities:   

Stats:  6 |  5 |  25

LORD EXECUTIONER 230

Strength: 1, Skill: 3, Toughness: 5, Wounds: 3/6

Abilities:   

Stats:  6 |  5 |  25

SPIRIT TORMENT 220




Strength: 3, Skill: 4, Toughness: 4, Wounds: 2/5




Abilities:   

Stats:  6 |  5 |  25

TOMB BANSHEE 210

Strength: 3-7, Skill: 2, Toughness: 3, Wounds: 3/6

Abilities:   

Stats:  6 |  5 |  25



LEGIONS OF NAGASH

Death abounds across the Bloodwind Spoil. Those who lack the courage to walk the path to glory sometimes plunge into the dark art of necromancy in pursuit of immortality; whether taking to the field themselves or summoning a skeletal champion from the countless ancient tombs scattered across the Eightpoints, these morbid sorcerers offer their power to those fellow servants of Nagash who make war within the Eightpoints – or, alternatively, are bound into service by one stronger in the powers of death.

LEGIONS OF NAGASH ABILITIES



[Double] **Necrotic Siphon:** Pick another visible friendly fighter within 6" of this fighter. Allocate a number of damage points to that fighter equal to value of this ability. Then, remove a number of damage points from this fighter equal to double the value of this ability.



[Triple] **Beheading Strike:** Add the value of this ability to the damage points allocated to enemy fighters by each hit or critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.



[Quad] **Vanhel's Dance Macabre:** A number of visible friendly fighters equal to the value of this ability that are within 6" of this fighter can each make a bonus move action or a bonus attack action (some can make bonus move actions, and others bonus attack actions).

LONE NECROMANCER



WIGHT KING



FLESH-EATER COURTS

Caught in the grip of their cursed delusions, many Ghoul Kings believe themselves to be questing knights engaged upon gallant labours. These deranged cannibals travel far and wide to the drumbeat of their own lunacy, eagerly partaking in the grand 'feasts' of Flesh-eater warbands. Other deathly warbands do not so much ally with these abhorrants as tolerate their presence as they lope in pursuit, for a Ghoul King's maddened frenzy can tip the balance in any engagement.

FLESH-EATER COURTS ABILITIES



[Triple] **Summon the Black Hunger:** Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 3" of this fighter.

ABHORRANT GHOUL KING





IRONJAWZ

To the Ironjawz, the Bloodwind Spoil is a paradise of endless war. Powerful orruks separated from their warbands may wander for a time, bashing skulls until they find a new group of green-skinned marauders to join up with.

IRONJAWZ ABILITIES

| | |
|--|---|
| | [Double] Charge! : A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action. |
| | [Double] Warchanter's Beat : Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by friendly fighters while they are within 6" of this fighter. |
| | [Triple] Foot of Gork : Pick a visible enemy fighter within 12" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 2-5, allocate 1 damage point to that fighter. For each roll of 6, allocate 3 damage points to that fighter. |
| | [Quad] Mighty Waaagh! : Add the value of this ability to the Move characteristic of friendly fighters within 9" of this fighter when this fighter uses this ability, until the end of the battle round. |

MEGABOSS

255

 1 | 3 | 6 | 4/8
 3 5 38

WARCHANTER

195

 1 | 5 | 4 | 2/5
 3 5 35

WEIRDNOB SHAMAN

185

 3-7 | 2 | 3 | 3/6

 2 | 3 | 4 | 1/4
 3 4 35



BONESPLITTERZ

Driven manic by raging Waaagh! energy, Bonesplitterz seek to slay the mightiest beasts in Gorkamorka's name. Hulking orruk champions occasionally join warbands of Destruction, raw strength making up for their questionable hygiene.

BONESPLITTERZ ABILITIES















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|--|--|
| | [Double] Charge! : A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action. |
| | [Quad] Mighty Waaagh! : Add the value of this ability to the Move characteristic of friendly fighters within 9" of this fighter when this fighter uses this ability, until the end of the battle round. |

SAVAGE BIG BOSS

195

 1 | 3 | 5 | 3/6
 4 4 30

GLOOMSPITE GITZ ABILITIES

| | |
|--|---|
|   | [Double] Mesmerise: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions. |
|   | [Double] Loonshine Potion: Pick another visible friendly fighter within 3" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by that fighter that has a Range characteristic of 3 or less. |
|   | [Double] Poison Brew: Pick another visible friendly fighter within 3" of this fighter. Until the end of the battle round, add the value of this ability to the Strength characteristic of the next attack action made by that fighter that has a Range characteristic of 3 or less. |
|   | [Triple] Bogeyman Dance: Pick another visible friendly fighter within 6" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Move characteristic of that fighter. |
|   | [Triple] Fungoid Cloud: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability. Until the end of the battle round, subtract the value of this ability from the Attacks characteristic (to a minimum of 1) of attack actions made by that fighter. |
|   | [Triple] Magic Spore Maws: Roll a dice for each visible enemy fighter within 3" of this fighter. On a 3-4, allocate 1 damage point to the fighter being rolled for. On a 5-6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability. |
|   | [Quad] I'm Da Boss, Now Stab 'Em Good!: Until the end of the battle round, add the value of this ability to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter. |

FUNGOID CAVE-SHAMAN 140

 |
  3-7 |
  2 |
  3 |
  3/6

 4 |
  4 |
  20

BOGGLEYE 85

 |
  2 |
  3 |
  3 |
  1/4

 4 |
  4 |
  12

SCAREMONGER 90

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  1 |
  4 |
  3 |
  1/4

 4 |
  4 |
  20

SHROOMANCER 85

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  2 |
  3 |
  3 |
  1/4

 4 |
  4 |
  12

BREWGIT 85

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  1 |
  4 |
  3 |
  1/3

 4 |
  4 |
  12

SPIKER 85

 |
  2 |
  3 |
  3 |
  1/4

 4 |
  4 |
  12

LOONBOSS 140

 7 |
  2 |
  4 |
  4 |
  2/4

 4 |
  4 |
  20